

ABSTRACT

At the time of recording, only an edition point is recorded (step S4). At the time of reproduction, 5 overlap time (A_{overlap}) between an audio frame to be reproduced last and an audio frame to be reproduced first, each including a video connection point is calculated and, further, offset time is calculated on the basis of the overlap time (step S12). Reproducing audio data 10 by using the calculated offset time (step S14) enables reproduction be performed without a gap between audio frames around a connection point. Around connection points, by performing a window function multiplying process on audio data, audio samples are seamlessly 15 connected to each other.